AMENDMENTS TO THE CLAIMS

Please cancel claims 83-84, amend claims 1, 7-8, 20, 71, and 75, and add new claims 85-93 as follows:

1. (Currently Amended) In a computer-implemented animation system, a method for animating an object, the method comprising:

receiving a first input, the first input specifying a first parameter behavior, the first

parameter behavior indicating how to change a value of a first parameter over

time, wherein the first parameter ~~is associated with~~ <u>applies to</u> one element of a

group consisting of a motion behavior applied to the object, a filter applied to the

object, and a generator applied to the object;

animating the object by changing the value of the first parameter over time according to

the specified parameter behavior; and

outputting the animated object.

2. (Original) The method of claim 1, wherein the object comprises a two-dimensional object.

3. (Previously Presented) The method of claim 1, further comprising receiving a second input, the second input specifying a parameter keyframe indicating the value for the first parameter at a first point in time, and wherein animating the object comprises changing the value of the first parameter according to the specified parameter behavior and further according to the specified parameter keyframe.

4. (Previously Presented) The method of claim 1, further comprising receiving a second input, the second input specifying a second parameter behavior, the second parameter behavior indicating how to change a value of a second parameter over time, and wherein animating the object further comprises changing the value of the second parameter according to the second specified parameter behavior.

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5.-6. (Cancelled)

7. (Currently Amended) The method of claim [[1]] 85, ~~wherein the first parameter is associated~~ ~~with the motion behavior applied to the object, and~~ wherein the motion behavior comprises one from a group consisting of:

a Fade In/Fade Out behavior;

a Grow/Shrink behavior;

a Motion Path behavior;

a Snap Alignment to Motion behavior;

a Spin behavior;

a Throw behavior;

an Align to Motion behavior;

an Attracted To behavior;

an Attractor behavior;

a Drag behavior;

a Drift Attracted To behavior;

a Drift Attractor behavior;

an Edge Collision behavior;

a Gravity behavior;

an Orbit Around behavior;

a Random Motion behavior;

a Repel behavior;

a Repel From behavior;

a Rotational Drag behavior;

a Spring behavior;

a Vortex behavior; and

a Wind behavior.

8. (Currently Amended) The method of claim [[1]] 85, wherein the object comprises a text object, ~~and wherein the first parameter is associated with the motion behavior applied to the object,~~ and wherein the motion behavior comprises one from a group consisting of:

a Crawl Left behavior;

a Crawl Right behavior;

a Scroll Up behavior;

a Scroll Down behavior;

a Randomize behavior;

a Sequence behavior;

a Position behavior;

a Rotation behavior;

an Opacity behavior;

a Scale behavior;

a Tracking behavior; and

a Type On behavior.

9. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should be averaged over time.

10. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should be changed using a user-specified custom change.

11. (Previously Presented) The method of claim 1, wherein the first parameter behavior indicates that the value of the first parameter should be negated.

12. (Previously Presented)   The method of claim 1, wherein the first parameter behavior

indicates that the value of the first parameter should oscillate over time.

13. (Previously Presented)   The method of claim 1, wherein the first parameter behavior

indicates that the value of the first parameter should ramp over time.

14. (Previously Presented)   The method of claim 1, wherein the first parameter behavior

indicates that the value of the first parameter should be randomized.

15. (Previously Presented)   The method of claim 1, wherein the first parameter behavior

indicates that the value of the first parameter should change over time according to a specified

rate.

16. (Previously Presented)   The method of claim 1, wherein the first parameter behavior

indicates that changes to the value of the first parameter should be executed in reverse order.

17. (Previously Presented)   The method of claim 1, wherein the first parameter behavior

indicates that the value of the first parameter should not change.

18. (Previously Presented)   The method of claim 1, wherein the first parameter behavior

indicates that the value of the first parameter should wriggle over time.

19. (Previously Presented) The method of claim 1, wherein the object comprises one from a

group consisting of:

      an image object;

      a text object; and

      a particle system.

20. (Currently Amended) The method of claim [[1]] 85, ~~wherein the first parameter is associated~~

~~with the motion behavior applied to the object, the method~~ further comprising receiving a second

input specifying a value for the first parameter, and wherein animating the object comprises

changing a value of parameter of the object according to the first specified parameter behavior and the specified value for the first parameter.

21.-70. (Cancelled)

71. (Currently Amended) A method for animating an object using a behavior, comprising:

outputting an original animation for the object according to a first parameter behavior, the first parameter behavior indicating how to change a value of a first parameter over time, wherein the first parameter applies to a motion behavior applied to the object;

concurrently with outputting the ~~object~~ original animation, accepting user input that ~~comprises a command for changing a value of a parameter of the first behavior~~ specifies a second parameter behavior, the second parameter behavior indicating how to change a value of a second parameter over time, wherein the second parameter applies to the same motion behavior applied to the object; and

outputting an updated animation for the object according to the ~~changed value of the parameter~~ second parameter behavior.

72.-73. (Cancelled)

74. (Original) The method of claim 71, wherein outputting the updated animation is performed without interrupting the animation for the object.

75. (Currently Amended) The method of claim 71, wherein the updated animation reflects the application of the second parameter behavior in real-time.

76. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering a plurality of frames and caching the rendered frames.

77. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering each of a plurality of frames sequentially.

78. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering each of a plurality of frames sequentially by calculating a current frame based on a previous frame.

79. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise rendering a plurality of frames and periodically caching a subset of the rendered frames in an interval cache.

80. (Original) The method of claim 71, wherein outputting the original animation and outputting the updated animation each comprise evaluating, by a first thread, a first subset of frames, and evaluating, by a second thread, a second subset of frames.

81. (Original) The method of claim 80, wherein the first subset and the second subset of frames each comprise alternate frames of the animation.

82.-84. (Cancelled)

85. (New) The method of claim 1, wherein the first parameter applies to the motion behavior applied to the object.

86. (New) In a computer-implemented animation system, a method for animating an object, the method comprising:

> receiving a first input, the first input specifying a first behavior, the first behavior
>> indicating how to change a value of a first parameter of the object over time;
> animating the object by changing the value of the first parameter of the object over time
>> according to the specified behavior; and
> outputting the animated object;

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wherein the first behavior comprises one from a group consisting of a Snap Alignment to Motion behavior and an Align to Motion behavior, each of which changes a rotation of the object based on a motion path of the object.

87. (New) In a computer-implemented animation system, a method for animating an object, the method comprising:

 receiving a first input, the first input specifying a first behavior, the first behavior

  indicating how to change a value of a first parameter of the object over time;

 animating the object by changing the value of the first parameter of the object over time

  according to the specified behavior; and

 outputting the animated object;

wherein the first behavior comprises one from a group consisting of:

 an Attracted To behavior, which changes a position of the object based on a position of a

  second object;

 an Attractor behavior, which changes a position of a second object based on a position of

  the object;

 a Drift Attracted To behavior, which changes a position of the object based on a position

  of a second object; and

 a Drift Attractor behavior, which changes a position of a second object based on a

  position of the object.

88. (New) In a computer-implemented animation system, a method for animating an object, the method comprising:

 receiving a first input, the first input specifying a first behavior, the first behavior

  indicating how to change a value of a first parameter of the object over time;

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animating the object by changing the value of the first parameter of the object over time according to the specified behavior; and

outputting the animated object;

wherein the first behavior comprises one from a group consisting of:

a Drag behavior, which changes a position of the object based on a simulated friction; and

a Rotational Drag behavior, which changes a rotation of the object based on a simulated friction.

89. (New) In a computer-implemented animation system, a method for animating an object, the method comprising:

receiving a first input, the first input specifying a first behavior, the first behavior indicating how to change a value of a first parameter of the object over time;

animating the object by changing the value of the first parameter of the object over time according to the specified behavior; and

outputting the animated object;

wherein the first behavior comprises one from a group consisting of:

an Orbit Around behavior, which changes a position of the object based on a position of a second object; and

a Vortex behavior, which changes a position of a second object based on a position of the object.

90. (New) In a computer-implemented animation system, a method for animating an object, the method comprising:

receiving a first input, the first input specifying a first behavior, the first behavior indicating how to change a value of a first parameter of the object over time;

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animating the object by changing the value of the first parameter of the object over time according to the specified behavior; and

outputting the animated object;

wherein the first behavior comprises a Spring behavior.

91. (New) In a computer-implemented animation system, a method for animating a text object, the method comprising:

receiving a first input, the first input specifying a first behavior, the first behavior indicating how to change a value of a first parameter of the text object over time;

animating the object by changing the value of the first parameter of the text object over time according to the specified behavior; and

outputting the animated text object;

wherein the first behavior comprises one from a group consisting of:

a Scroll Up behavior, which increases a vertical position of the text object; and

a Scroll Down behavior, which decreases a vertical position of the text object.

92. (New) In a computer-implemented animation system, a method for animating a text object, the method comprising:

receiving a first input, the first input specifying a first behavior, the first behavior indicating how to change a value of a first parameter of the text object over time;

animating the object by changing the value of the first parameter of the text object over time according to the specified behavior; and

outputting the animated text object;

wherein the first behavior comprises one from a group consisting of:

a Randomize behavior, which incrementally displays the text object character-by-character, wherein character order is random; and

a Type On behavior, which incrementally displays the text object character-by-character,

wherein character order is left-to-right.

93. (New) In a computer-implemented animation system, a method for animating a text object, the method comprising:

receiving a first input, the first input specifying a first behavior, the first behavior

indicating how to change a value of a first parameter of the text object over time;

animating the object by changing the value of the first parameter of the text object over

time according to the specified behavior; and

outputting the animated text object;

wherein the first behavior comprises one from a group consisting of:

a Sequence behavior; and

a Tracking behavior, which changes a spacing between characters of the text object.